

GETTING READY

1. Welcome/Opener

What You Need:

- Host
- Road-trip-related foods: Funyuns, Nerds, Taquitos, Circus peanuts, trail mix
- Two volunteers for the game
- Two blindfolds
- Paper Dixie cups

Music and Sound Effects (SFX):

• Upbeat music to use as kids enter and exit the room

Large Group Visuals (downloadable from the website):

Road Trip Slide

What You Do:

• Put the road trip snacks in individual cups (Dixie-cup size) so that volunteers cannot feel them.

2. Communicator Script What You Need:

- Communicator
- Map (will be ripped)
- Bag of coins

- Three stuffed sheep/cows (livestock)
- Crockpot of chili (see "What You Do" below)
- Bowl
- Spoon
- Two banker boxes to hold divided inheritance
- Thick Sharpie

Music and Sound Effects (SFX):

• Upbeat music to use as kids enter and exit the room

Large Group Visuals (downloadable from the website):

- Key Question Slide
- Video: The Marshmallow Test

What You Do:

- Videos: Google "The Marshmallow Test Video." Be prepared to play it during the Introduction.
- Crockpot of Chili: Use canned chili or make homemade chili in a crockpot. Put the crockpot of chili cooking somewhere near the stage. You want the smell filling the room before the kids arrive.

3. Worship

What You Need:

- Alive
- Never Gonna Stop Singing

Souped Up

Bible Story: Souped Up (Esau's Impatience) * *Genesis 25:24-34*Bottom Line: When you think you can't wait, think twice.
Key Question: What could you miss out on by not waiting?
Memory Verse: "Wait for the LORD. Be strong and don't lose hope. Wait for the LORD!" *Psalm 27:14, NIrV*Life App: Patience—Waiting until later for what you want now
Basic Truth: I can trust God no matter what.

Story: Communicating God's Truth in Engaging Ways (Large Group, 35 minutes)

Engage kids' hearts through a dynamic and interactive Bible story, worship, and prayer experience in a Large Group setting.

SFX: Play high-energy music as kids enter. CG: Road Trip Slide

Host enters.

Welcome

Host has lots of energy as he or she welcomes everyone to [Name of Environment]. Host is relatable and inviting. Host can talk about something that happened culturally throughout the week like a big sports game, movie opening, or a viral video on YouTube, etc. Host tells them how excited he or she is that they're there and briefly runs through what they can expect. This is especially helpful for first-time guests to make them feel like they know what's happening.

Opener

HOST: "Hey, everyone! Great to see you today. Welcome to the last week of Road Trip, where we're discovering that some things are worth the wait! Now when I think of road trips, you know what I think of? Road trip food! Oh yeah . . . loading up on munchies at the gas station and passing them around the car . . . potato chips between the seats, powdered donuts smashed into the carpet . . . it's awesome!"

"In honor of all of those road trip munchies . . . I thought we could have a little competition here. I need two of our small group leaders! Who wants to play?"

Kids volunteer their small group leaders. Host picks two and brings them up on stage.

"Alright, let's get some blindfolds on you both. This is going to be . . . fun!"

Leaders are blindfolded.

"Here's how this will work. I'll hand you both a small paper cup. When I say go, you will pop the road

trip munchie in your mouth. The first to call out what it is gets a point. You get one guess, so be sure you know before you yell it out! (*To audience*) Who do you think will win?!"

"Alright, let's go!"

Play several rounds, awarding points for each round.

HOST: "(After game) Man that was fun . . . but now I'm hungry! Let's stand and worship!"

Worship

WORSHIP LEADER: "Hey friends. I am so excited for this day that we've been given to give praise to our God. He is the giver of good things. C'mon, let's sing out His praises."

SFX: "Alive"

SFX: "Never Gonna Stop Singing"

Storyteller enters as Worship Leaders exit.

COMMUNICATOR SCRIPT

INTRODUCTION

COMMUNICATOR: "Hey guys! Awesome to see you today! You know, when I think of patience, one of the first things that comes to mind is the classic example called the Marshmallow Test. Have you ever heard of this? It's awesome—check this out!

CG: Marshmallow Test Video

"Ha! I love watching those kids try and decide what they should do. Oh, the agony of waiting . . . patience is hard! And as you saw, in most cases, waiting was so hard that they just gave in and ate the marshmallow no matter how many they'd get if they would have waited!

TENSION

COMMUNICATOR: "Now, with marshmallows and little kids, it is funny. But let's be honest—has there ever been a time where you missed out on something because you couldn't wait? In other words, has your lack of patience ever cost you something?"

"Imagine that you just got a new video game. You've been playing this video game like crazy; any chance you can get you're taking on a new level. One day you come home from school and all you want to do is play your game. Here's the problem: you have a BIG math test the next day, and you really NEED to study. But . . . you really WANT to play your video game. Of course, you start to study . . . but then decide, 'Maybe I'll just play my video game for a few minutes and THEN study.' And before you know it, it is time for bed. You've spent the whole night playing . . . and none of it studying. The next day, needless to say, the test does NOT go so well. You couldn't wait to play the game, and it ended up costing you a good grade!"

"Has anything like this ever happened to you? It doesn't have to be video games. Maybe it was hanging out with friends or just watching TV. There are lot of things we WANT that we might need to wait for, and by not waiting, we can find ourselves missing out."

TRUTH

COMMUNICATOR: "This isn't a new thing, either. We find a situation like this in the Old Testament of our Bibles. Let's head to the book of Genesis. In Genesis, we are introduced to a guy named Abraham, who is the father of the nation of Israel. He had a son named Isaac, and later on Isaac had twin boys, Esau and Jacob. And from the start, these brothers did not get along!"

"Before we read the story for today, it'll help if we understanding something about the time and culture when these boys grew up. Does anybody know what an inheritance is?"

Let volunteer share.

"Sure. Today, you might hear someone say they were left something in a will. In our culture, that is often how you pass down an inheritance. You write what you want people to receive after you've passed away into a will. But in the time and culture that Esau and Jacob were born into, there was something called a birthright. This inheritance was not JUST about money. I mean, money (takes out bag of coins) was definitely involved but also land (takes out the map) and livestock (takes out stuffed animals). Your inheritance was everything you had! And if you were the oldest son, you had what was

called the birthright. This meant that you would receive a double portion of all of the inheritance."

"How many boys are there in the story? Two. To figure out the double portion, we are going to divide everything, not two ways, but three ways. First, the money . . ."

Divides the coins into three piles.

"The land . . ."

Tears the map into three pieces.

"And the livestock . . ."

Communicator pretends like they are going to tear the animals up, but then just sticks one in each pile.

"Now the double portion means that the older of the two will get TWO shares (put two piles into one box) while the younger of the two will only get ONE share (put remaining pile into a box). Does anybody know which of Isaac's two sons is the older brother?"

Allow responses.

"Yes, Esau!"

Communicator writes ESAU with a sharple on the box with the bigger inheritance, and then writes JACOB on the box with the smaller inheritance.

"Okay, now that we understand the culture, let's check out the story. (*Read directly from Genesis* 25:27-28 NIrV) 'The boys grew up. Esau became a skillful hunter. He liked the open country. But Jacob was content to stay at home among the tents. Isaac liked the meat of wild animals. So Esau was his favorite son. But Rebekah's favorite was Jacob.""

"Okay, we don't have time to get into the whole favoritism thing right now, but we learn that Esau is kind of a macho hunting mountain man, while Jacob likes to hang out with mom at home. He has been working on his cooking skills. He's like some sort of master chef."

Walks over to the crockpot.

"One day, Jacob was cooking up some stew. (*Lifts lid and smells inside*) Mmmmm . . . that smells amazing!"

"Well, Esau had been out hunting one day, and apparently it didn't go so well . . . (*Read directly from Genesis 25:29b-30a, NIrV*) 'Esau came in from the open country. He was very hungry. He said to Jacob, "Quick! I'm very hungry! Let me have some of that red stew!""

"Esau comes in empty handed and completing starving. And he smells what Jacob's been cooking."

Walks over to the crockpot again, lifts the lid and smells. Communicator reacts dramatically again.

"Now Jacob's a good brother, right? Surely, he will see his famished brother and help him out! (*Reads directly from Genesis 22:31, NIrV*) 'Jacob replied, "First sell me the rights that belong to you as the oldest son in the family.""

"What?! That's cold, Jacob. Warm stew . . . cold heart! Now, you might be thinking that there's *no way* Esau would trade his status as the first son and give up his birthright *(hold up Esau's box)* for a bowl of stew, right? Right?"

"(Read directly from Genesis 22:32, NIrV) "Look, I'm dying of hunger," Esau said. "What good are those rights to me?""

"Esau is saying, what good is any extra inheritance if I die from hunger? This guy is really hungry! But Jacob wants to make sure first . . ."

"(Read directly from Genesis 22:33-34, NIrV) 'But Jacob said, "First promise to sell me your rights." So Esau promised to do it. He sold Jacob all the rights that belonged to him as the oldest son. Then Jacob gave Esau some bread and some lentil stew. (Communicator scoops some chili from the crockpot into the bowl, continues reading) Esau ate and drank. Then he got up and left. So Esau didn't value the rights that belonged to him as the oldest son."

"Okay, now we could talk about all the issues with Jacob here . . . but let's focus on Esau. It almost seems crazy what just happened. Esau has the birthright that comes with being the oldest (*points to Esau's box*), but in the moment, all he could see and smell was the stew. (*Smells the bowl*). And so he took and ate the stew (*takes a bite*), and his impatience cost him greatly!"

Cross out Esau's name on the box and write JACOB.

APPLICATION

COMMUNICATOR: "But what about us? You know, I think there are a lot of times when all we can see or smell is the stew in front of us. Sure, we might not be talking about actual stew, but there are definitely times where our impatience costs us or causes us to miss out because we just can't wait. Like we said before, maybe it is bombing a test because we just couldn't wait to play our video game. Or maybe there was an opportunity to show love to our mom or dad by helping them out around the house, but we couldn't wait to hang out with a friend, so we passed it up. Like the stew, sometimes the trade seems worth it at first, but then later on, we realize the cost."

"One of the greatest things we can learn about patience is how to say no to ourselves because something we need to do is more important."

LANDING

COMMUNICATOR: "Today, as you head to small group, I want you to talk about bowls of stew. Not actual stew . . . because that will make you hungry. But talk about the things that are hard to wait for, that we might trade better things for. Here's the question: What could you miss out on by not waiting?"

CG: Key Question Slide

"You may find that, if you're honest, waiting for certain things is just really hard. But how great will it be if these conversations can help to keep impatience from costing you! So dig deep. It's worth it! And then be sure to ask God to help you show patience when it is most difficult. How about we do that right now? Let's pray."

Communicator leads group in a prayer related to what they just heard. After prayer, Communicator dismisses kids to Small Group.

SFX: Play high-energy music as the kids exit.